

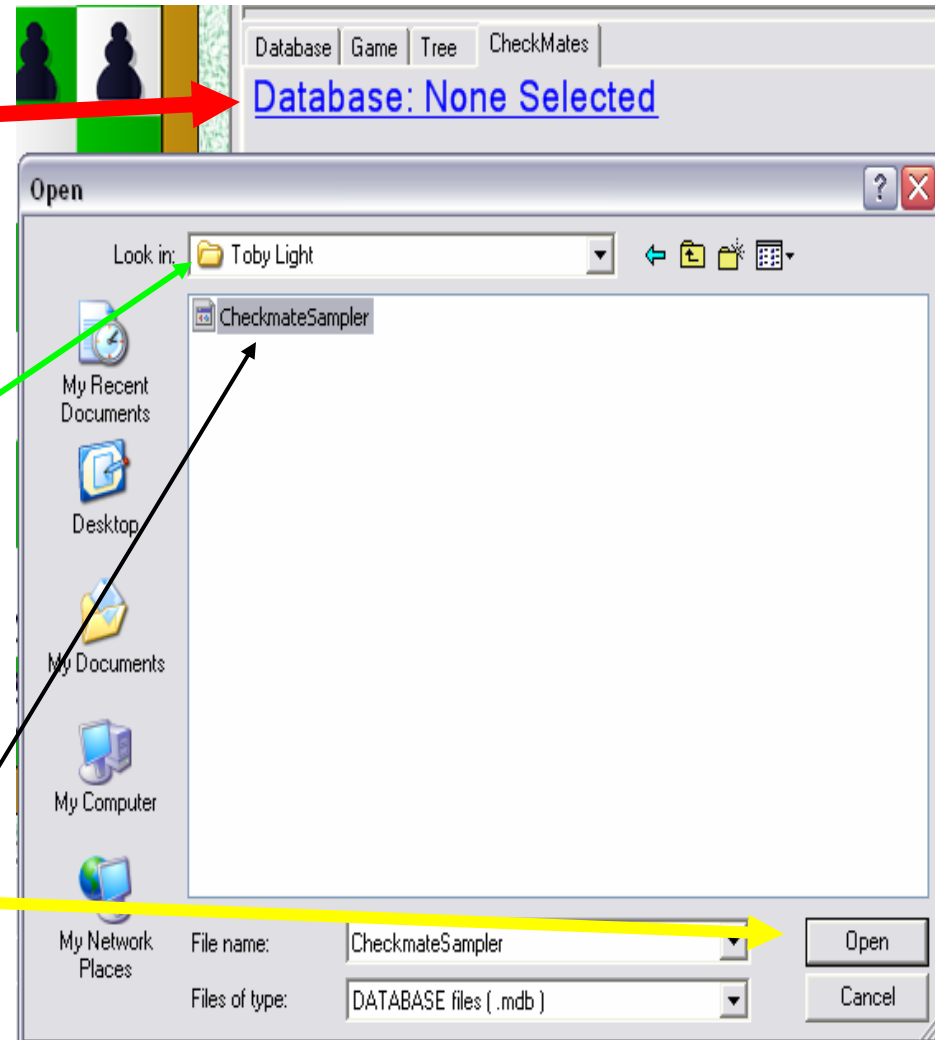
The Toby Checkmate Program

- To run the TobyChess Checkmate Program, click on the checkmate tab
- The menu screen as seen here lets you manage the checkmate programs



Step 1: Selecting a Checkmate Database

- To Start, click on the line “Database: None Selected”
- This opens a windows navigation screen where you can search for your checkmate databases
- When you installed Toby Light (To TobyChess Products under program files) on your hard drive, a checkmate sampler database was installed with it. Just highlight the database and click on “Open”



Viewing database information

- We have just opened the Checkmate Sampler database
- By clicking on the line “view database information” we get an analysis of the checkmate positions on the database
- Here, Toby displays the database information including the total mate count (in positions), each of the pieces delivering mate from those positions, the longest mate and how many of the positions you have solved
- Toby keeps track of the mates you have solved and marks them in the database so you will not see them again [you may see near identical branches of the mate from the mating tree however]
- You must recopy the database to your hard drive (from the CD) in order to renew the database from the start

Info: CheckmateSampler.mdb

Mate count: 7227

Mates including piece.

King:	343
Queen:	4745
Rook:	2274
Bishop:	1980
Knight:	361
Pawn:	562

Longest mate: 5

Mates solved: 0

OK

Database | Game | Tree | CheckMates

[Database: CheckmateSampler.mdb](#)

Piece moving to give checkmate.

King Queen Rook Bishop Knight Pawn

Number of moves to mate.

No less than move(s).

No more than move(s).

[Practice solving checkmates.](#)

[View solving statistics.](#)

[Browse checkmate database.](#)

[View database information.](#)

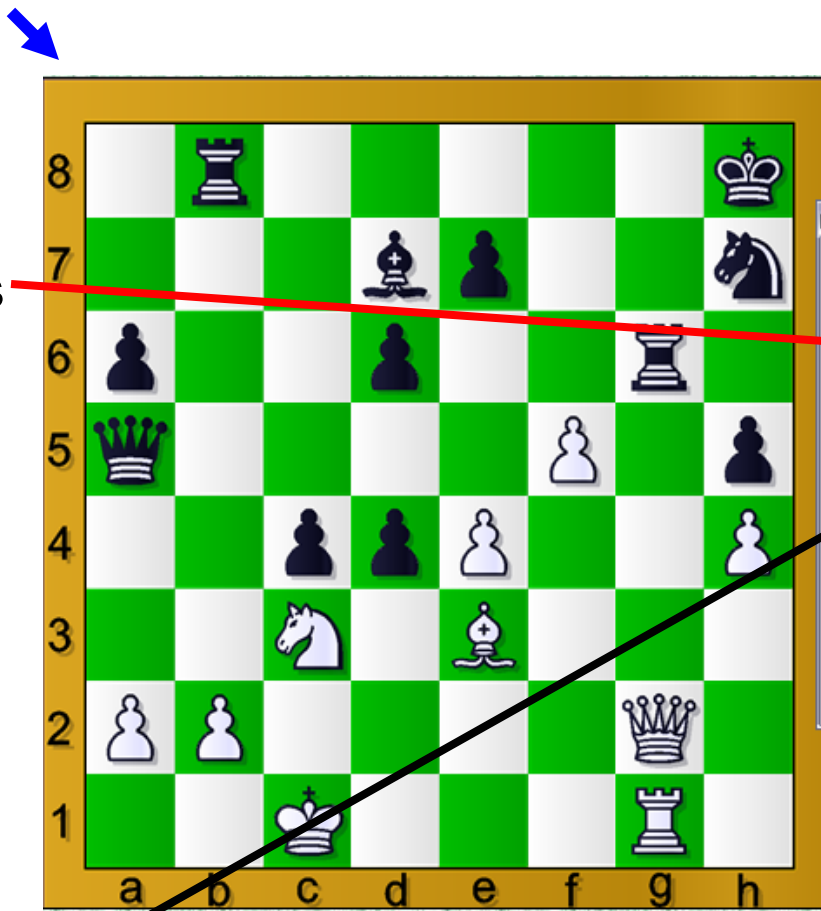
Solving Checkmates

- Click on the “Practice Solving Checkmates” line
- A new box appears which lets you start solving checkmates
- The first time the box appears, you must click on the line “Give me another checkmate position” in order to start

The screenshot shows a chess practice application. A dialog box titled "Practice checkmates..." is open, displaying a timer at "00:00.00", a question mark "? to #: ?", and scores for "Points Available" (0) and "Points Earned" (0). A red arrow points from the "Practice Solving Checkmates" line in the list to the dialog box. A yellow arrow points from the "Give me another checkmate position" link in the dialog to the text in the list. The dialog also contains the text "When you think you know the solution play the moves on the board!" and a row of chess piece icons (King, Queen, Bishop, Knight, Rook). The main interface shows a chessboard with columns d, e, f, g, h and a row of piece icons (King, Queen, Bishop, Knight, Rook). The right side of the interface has tabs for "Database", "Game", "Tree", and "CheckMates", with "CheckMates" selected. Below the tabs, it says "Database: CheckmateSampler.mdb" and "Piece moving to give checkmate." There are also input fields for "Number of moves to mate." with "No less than" set to 1 and "No more than" set to 20. Other options include "Practice solving checkmates.", "View solving statistics.", "Browse checkmate database.", and "View database information."

Starting to solve a checkmate

- We have just told it to give us our first checkmate from the database and this is the position on the board
- Our practice checkmates box tells us that it is White to move and mate in 5
- There are 50 points awarded for solving the first move of a five move mate, 40 for the second move (which is a mate in four by itself), 30 for the 3rd move and so on
- If we solve all the moves correctly we will net 150 points



Time Control | 0:05:00 | 0:05:00

Practice checkmates...

06:11.5

White to move. # 5

Points Available
150

Points Earned
0

[I give up, show me the solution!](#)

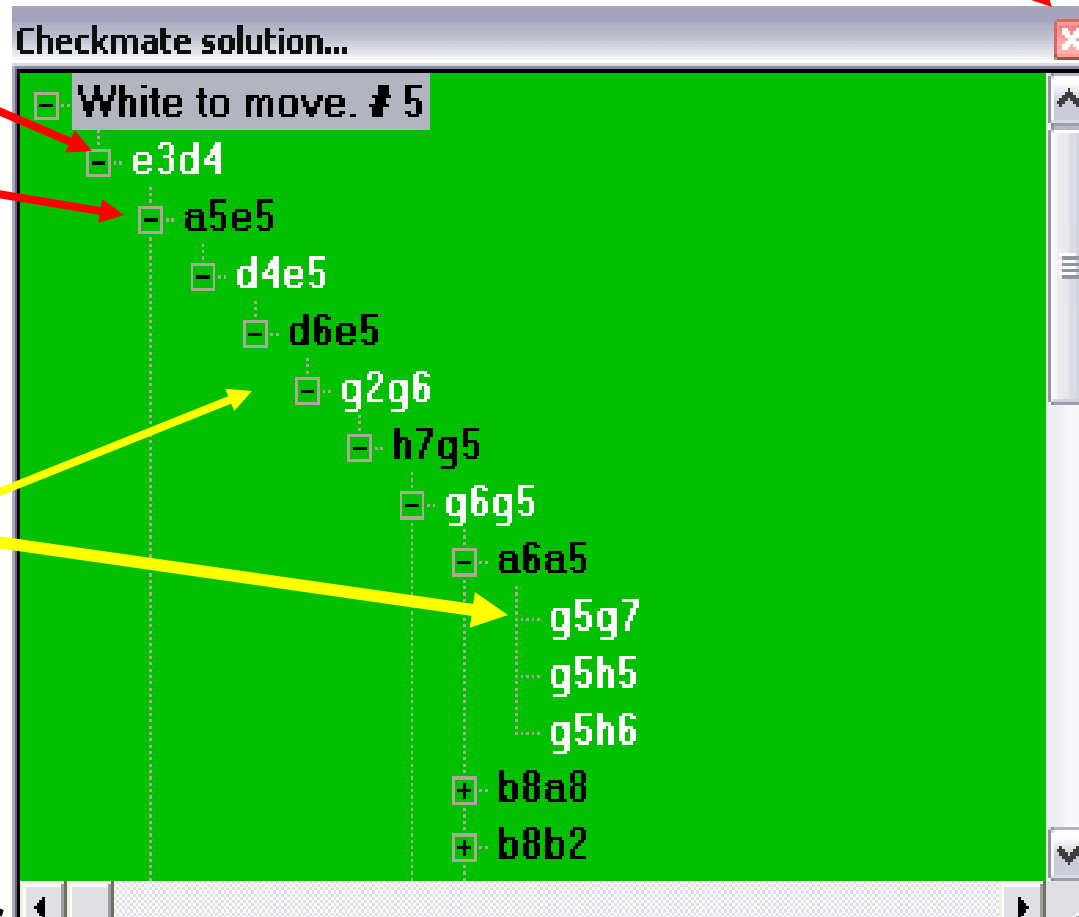
When you think you know the solution play the moves on the board!

Practice solving checkmate
View solving statistics.
Browse checkmate databases

The Checkmate Tree

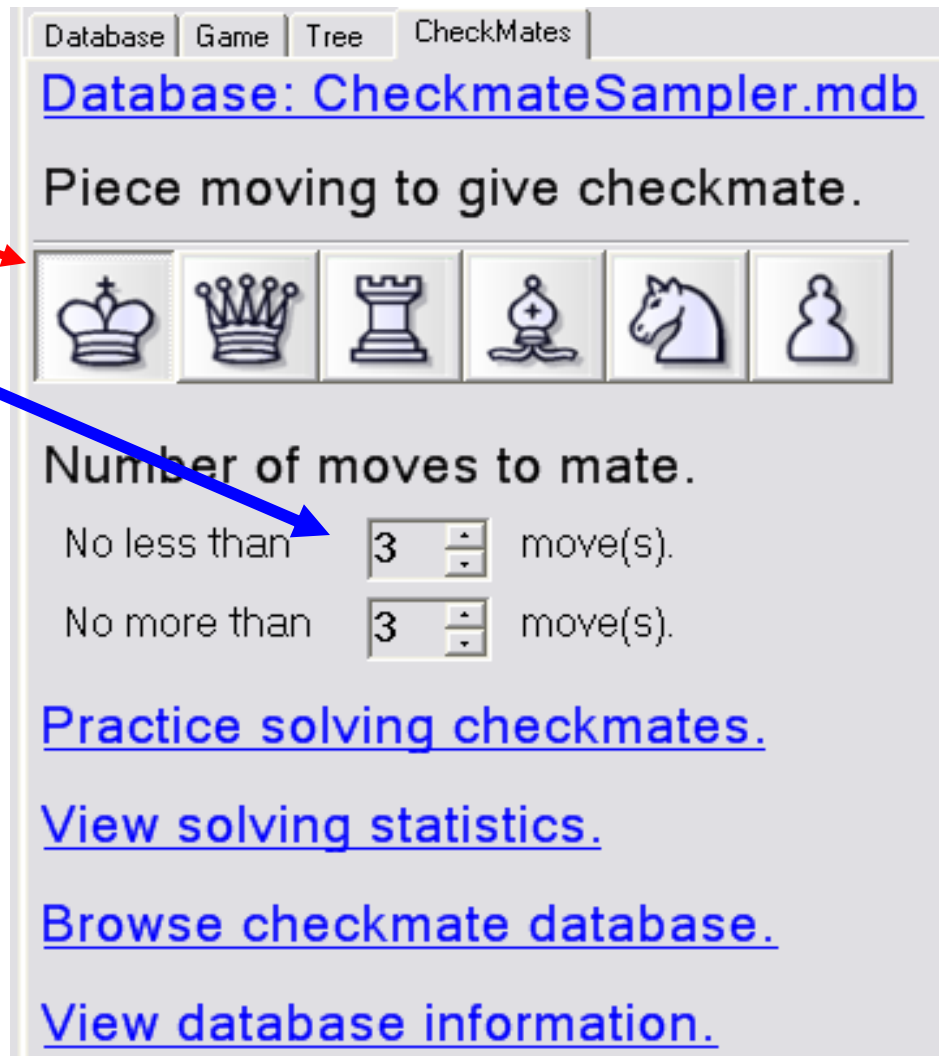
- We just clicked on I give up—show me the solution. If you make a wrong selection (by moving the piece on the board for the checkmate) you will also get the tree
- Here, the first move for White to mate is e3-d4. Black has several possible replies, each which leads to mate
- Here, we selected one branch of the tree in which Black played a5-e5, then the rest of the branch proceeds as you see here
- You just click on the move to follow the checkmate tree and play through each of the branches so you can learn the checkmating ideas.
- You will find that mates in one average about 5 solutions, mates in two more than 20, mates in three 60+, mates in four over 150 and so on

Click here to close the tree and return to the practice checkmates box



Selecting the mating piece and # of moves

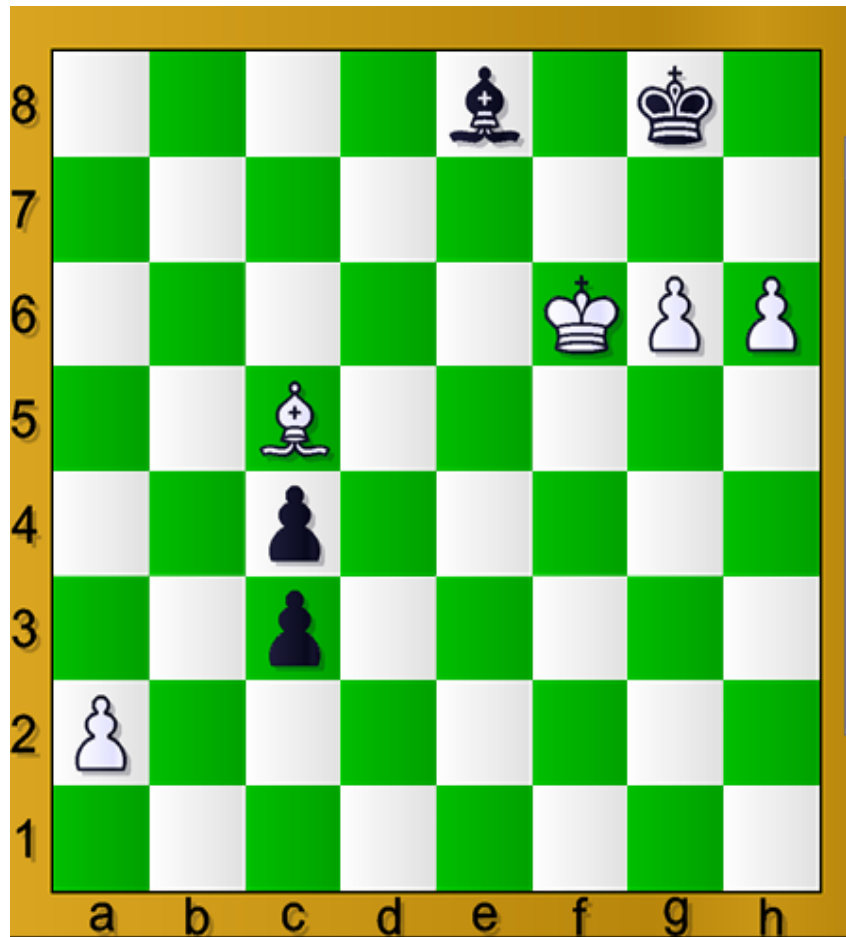
- You can tell Toby to only bring up mates of a selected number of moves and even the piece type
- Here, we have selected the King and told it we want to only practice mates in three
- When you select a mating piece, the only mates that will come up will be those that are pure mates—no other piece can mate from that position on that number of moves. If you select King and Pawn then only mates where **both** the King and Pawn can mate in three would come up
- If you do not select any piece filters then all the mates in the database are available for practice



The screenshot shows the 'CheckMates' tab of the 'CheckmateSampler.mdb' database. The interface includes a title bar with 'Database', 'Game', 'Tree', and 'CheckMates'. Below the title bar, the text 'Database: CheckmateSampler.mdb' is displayed. The main section is titled 'Piece moving to give checkmate.' and contains a row of six icons representing chess pieces: King, Queen, Rook, Bishop, Knight, and Pawn. The King icon is highlighted with a red arrow. Below this, the text 'Number of moves to mate.' is followed by two input fields. The first field is labeled 'No less than' and has a spinner box with the number '3'. The second field is labeled 'No more than' and also has a spinner box with the number '3'. At the bottom of the interface, there are four blue hyperlinks: 'Practice solving checkmates.', 'View solving statistics.', 'Browse checkmate database.', and 'View database information.'

Here is the Mate in Three using the King

- White plays h7+ and the Black King has to move to h8
- Then White plays Bd4 and on the third move, no matter what Black does, the White King moves from f6 and the discovered attack by the Bishop mates the Black King



0:05:00

0:05:00

Practice checkmates...

02:42.6

White to move. # 3

Points Available

60

Points Earned

0

[I give up, show me the solution!](#)
When you think you know the solution play the moves on the board!

Practice solving checkmate

View solving statistics.

Browse checkmate databas

How well did we do?

- After a few practice mates in which we gave up and solved one we clicked on view solving statistics
- The positions attempted, points earned, % solved correctly and average score per position is presented
- The grade is the same you use in school with 93% an A, 85%+ a B, and so on. Less than 70% is an F (sorry)
- Mates in one are the easiest and longer mates are harder.
- The longer the mate, the more time you will receive on the clock to try and find a solution

Total positions attempted: 5
Total points earned: 10
Percent correctly solved: 5.9%
Average score per position: 2

Grade: F

[View solving statistics.](#)

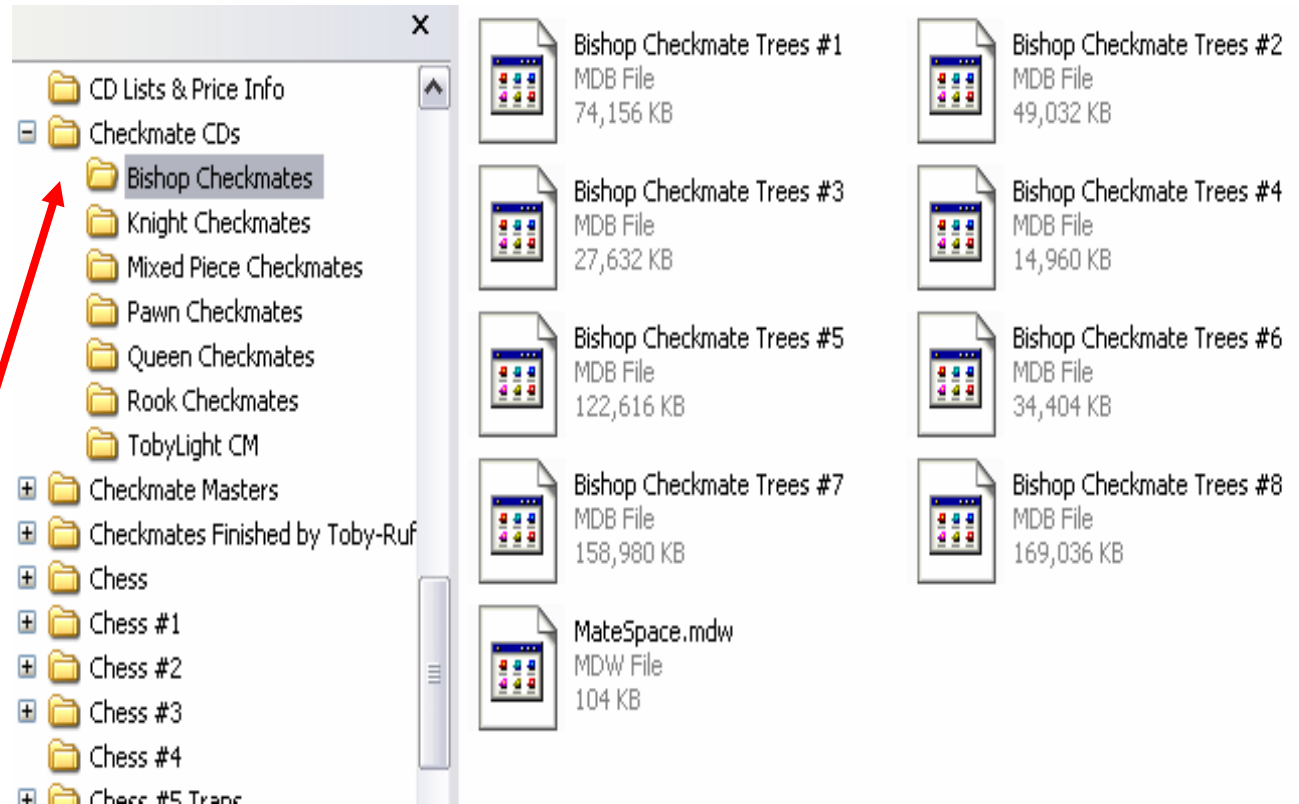
Browsing the Checkmate Database

- You can also browse the checkmate database by clicking here
- The mate positions are presented in six boards at a time in the order in which they appear in the database (including the piece filters)
- You can click on the board and the position appears on the main board with the solving tree

The screenshot displays a window titled "Move to next group of checkmate positions in database." containing six chessboards arranged in a 2x3 grid. Each board shows a different checkmate position with the text "Black to move. #1" below it. A yellow arrow points from the text "clicking here" in the first bullet point to the top-left board. To the right of the boards is a sidebar with a timer showing "05:00", a search bar containing "checkMates", and a button labeled "CheckmateSampler". Below these are icons for a bishop, knight, and pawn, and the text "es to mate." followed by two input fields for "move(s)". At the bottom of the sidebar are links for "checkmates.", "statistics.", and "Browse checkmate database.".

Checkmate CD's- Databases

- Toby's Checkmate CD's are composed of databases containing trees in which the primary mating piece is the one in the title.

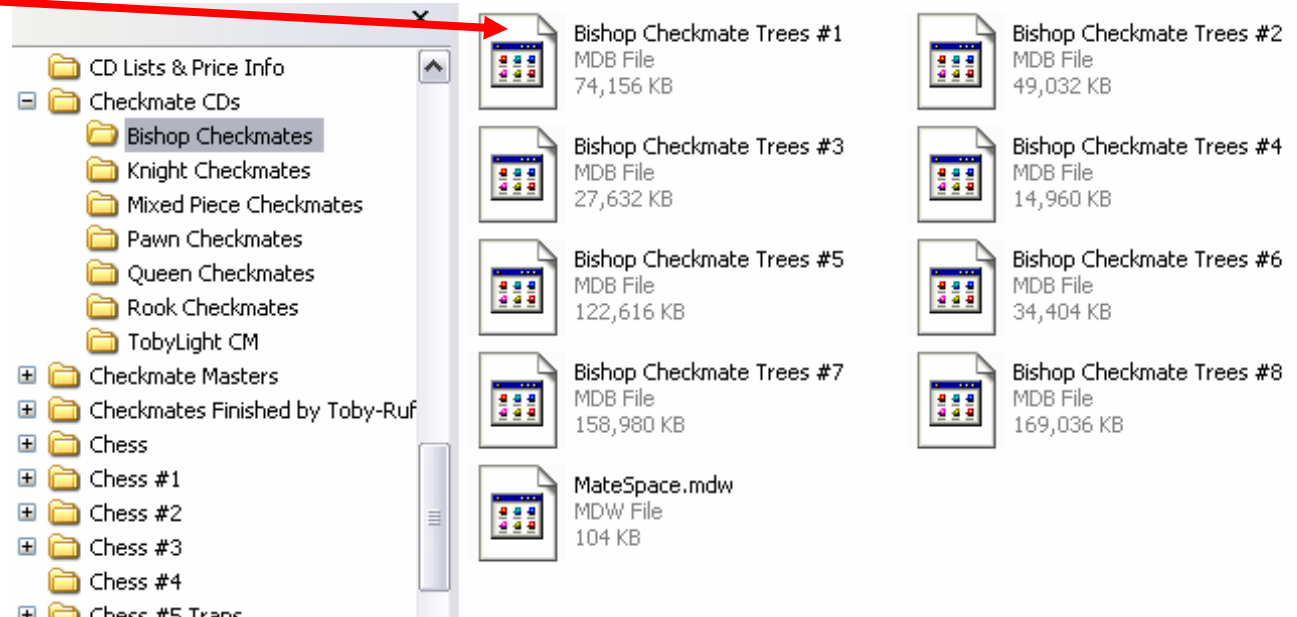


- Here we have highlighted (in gray) Bishop Checkmates.

You need to copy the databases from the CD to your hard drive in order to use them properly. You must also have Toby Light (or newer) in order to run them. Make sure you copy the mate space folder as well. You can re-copy the databases in order to start over again.

Every tree database has checkmates with all the pieces

- All the mates on this CD (Bishop Checkmates) have the first mating piece in the tree as the Bishop.
- You will find that all the other pieces will be found in the databases that can mate from the various other branches of the tree



The Checkmates by each piece in the databases are listed on the back of the CD box or in the database statistics

Millions of Checkmate Positions Per CD

- The average CD uses 400-600Mg of database space. They are on the CD ranging from 25 Mg to 250 mg in size
- There are more than 2 million checkmate positions on each of the Bishop, Knight and Queen CD's
- The Pawn CD has more than 1.1 million mates (249Mg)
- The Rook CD has over 1.8 million mates
- Future CD's will include specialty mates such as King only and much longer mates (7-20 moves)
- A future DVD set will include more than 80 million mate positions [Encyclopedia of Checkmates]

Using Ruffian to Analyze a Checkmate

- If you click to close the checkmate training boxes, you will be asked if you want to leave the position on the board-Click on yes
- Now you can analyze the position using our engine Ruffian-Here you can see the analysis window lines read 327 which means a checkmate line has been found



The screenshot displays a chess analysis interface. On the left is a chessboard with a white king on e8 and a black king on e1. A red arrow points to the analysis window at the bottom, which shows the following move list:

```
1. -+ (-327.62) 1. ... ♖e2 2. ♖d1 ♖a1+ 3. ♖e2 ♖c1#  
2. -+ (-327.56) 1. ... ♗xg2 2.g5 ♗f1+ 3. ♖d1 b2+ 4. ♖b1 ♗xg1+ 5. ♖a2 b1=♗
```

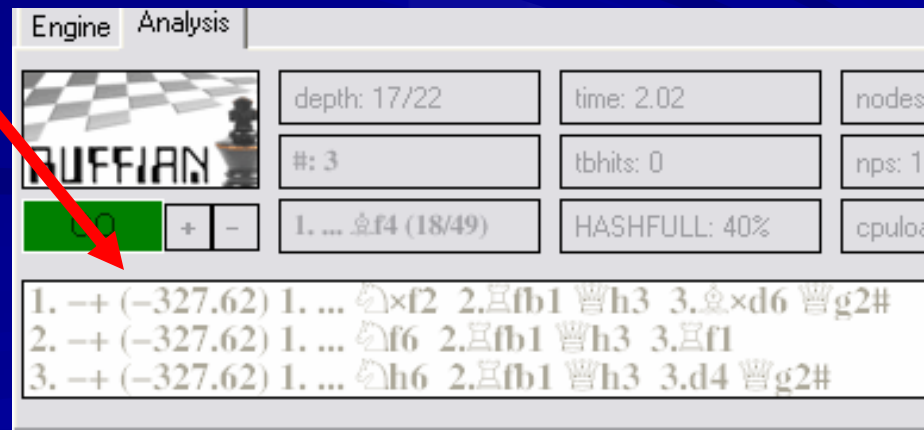
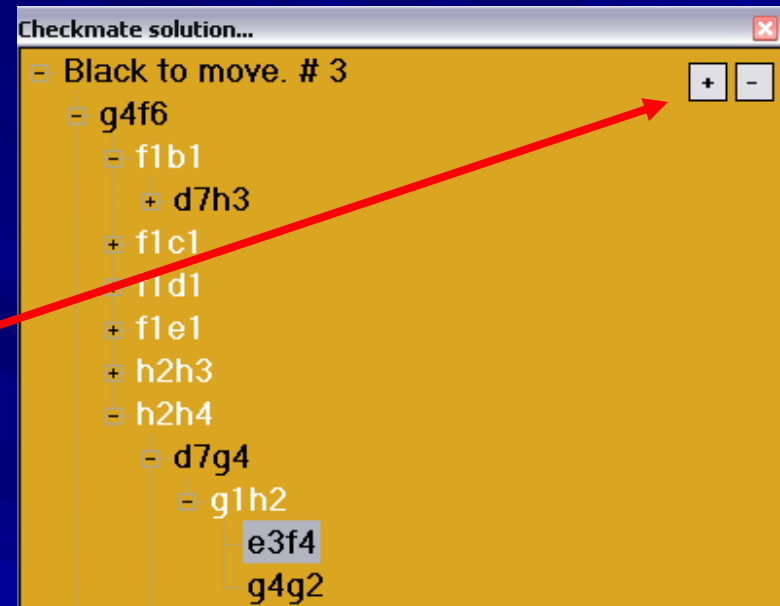
Below the board, the engine 'RUFFIAN' is shown with the following statistics:

depth: 14/28	time: 33.33	nodes: 63010905
tbhits: 0	nps: 1183081	
HASHFULL: 99%	cpuload: 94 %	

On the right side of the interface, there is a 'Time Control' section with two 0:05:00 timers. Below it, there are tabs for 'Database', 'Game', 'Tree', and 'CheckMates'. The 'CheckMates' tab is active, showing the database 'Pawn Checkmate Trees #5.mdb'. It includes a 'Piece moving to give checkmate.' section with icons for various pieces, a 'Number of moves to mate.' section with input fields for 'No less than 3' and 'No more than 20' moves, and several links: 'Practice solving checkmates.', 'View solving statistics.', 'Browse checkmate database.', and 'View database information.'. An 'Export' button is also present.

New Toby Beginner Interface Improvements

- New Auto Analyzing by Ruffian while the Checkmate solution tree window is on
- You can add analysis lines via the +/- signs in the upper right
- The analysis lines are shown in the analysis tab in light gray-Add lines to see moves that may not mate as quickly as the main lines



How much is 11 million Checkmates?

If you have ever seen the 1,000 page Polgar book with 5000 chess problems, just multiply it by 2,000 and that is what you get with the TobyChess checkmate CD collection!!

Learn New Tactics & Checkmate Skills via Pattern Recognition

- By Combining Piece Pairs using the Toby Chess Filters & Checkmate Trees you can see how the pieces work together in new ways learning thousands of new patterns quickly like the Grandmasters of Chess!!
- You can start out learning (or teaching) checkmates in one move to those starting out who stalemate their opponents all the time. Just pick the piece you want to learn, set it at one move mates and start by finding the move it can make on the board where it checkmates the opposing King without being captured itself. Its that simple and you will be learning new chess skills instantly!!

